

64

Software for
Commodore 64

3-D Gloomer

from
SUPERSOFT



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64

SUPERSOFT



3-D Gloomer

All-action
maze
game

3D-GLOOPER

You're trapped in a maze-like city where everywhere looks the same. But you're not alone—the streets are patrolled by strange monsters known as GLOOPERS. The question is, how long can you survive?

Load 3D-GLOOPER by placing the tape in your cassette unit and tapping the RUN/STOP key while you hold down one of the SHIFT keys; the game will start automatically after loading. While the program is loading the screen of the 64 will be blank—this is quite normal.

As you make your way through the city streets you'll come across blue spots on the pavement—you must collect all of these to escape (there are over 300 of them). Beware the gloopers; they're out to get you. Fortunately they aren't the brightest of creatures, so if you keep your cool you've a good chance of outwitting them and progressing to the next level.

Occasionally you will come across a red dot on the roadway; collect one of these, and for a short time you will be able to turn the tables on the gloopers and munch them! During this time the gloopers will appear as orange instead of brown, but remember, they can change back without warning.

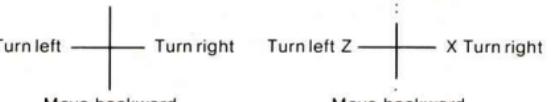
Each dot that you collect scores 10 points, but you can earn a bonus of 1000 points for each glooper you munch. Watch the counter in the top right hand corner of the screen to see how many dots remain.

When there are gloopers close by you will hear them moving around, and a telepathic image will appear at the top of the screen so that you can see what dots and gloopers there are in nearby streets.

Plug your joystick into Control Port 2. Use the fire button or the f1 key to start the game, and move as follows:

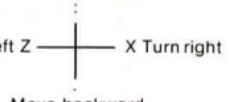
USING JOYSTICK

Move forward



USING KEYBOARD

Move forward



How long can you last against the gloopers?

Before loading any program, please ensure that the heads of your cassette deck are clean and demagnetised.

